

FORM PTO-1449	U.S. DEPARTMENT OF COMMERCE PATENT AND TRADEMARK OFFICE	ATTORNEY DOCKET NO. 1252.1023C	APPLICATION NO. Unassigned
LIST OF REFERENCES CITED BY APPLICANT  (Use several sheets if necessary)		FIRST NAMED INVENTOR Ravin BALAKRISHNAN, et al.	
		FILING DATE August 11, 2003	GROUP ART UNIT Unassigned

## U.S. PATENT DOCUMENTS

*EXAMINER INITIAL		DOCUMENT NO.	DATE	NAME	CLASS	SUB- CLASS	FILING DATE
J.F.C.	AA	4,888,713	12/89	Falk			
J.F.C.	AB	5,228,124	7/93	Kaga et al.			
J.F.C.	AC	5,237,647	8/93	Roberts et al.			

## FOREIGN PATENT DOCUMENTS

		DOCUMENT NO.	DATE	COUNTRY	CLASS	SUB- CLASS	TRANSLATION YES NO	
	AD							

## OTHER REFERENCES (Including Author, Title, Date, Pertinent Pages, Etc.)

			TRANSLATION YES NO	
J.F.C.	AE	[1] Bier, E. A., Stone, M. C., Pier, K., Buxton, W., & DeRose, T.D. (1993). Toolglass and magic lenses: The see-through interface. <i>Proceedings of the ACM Sig-graph Conference</i> , 73-80, New York: ACM.		
J.F.C.	AF	[2] Cutler, L.D., Frohlich, B., & Hanrahan, P. (1997). Two-handed direct manipulation on the responsive workbench. <i>Proceedings of the 1997 Symposium on Interactive 3D Graphics</i> , 107-114, New York: ACM.		
J.F.C.	AG	[3] Elrod, S., Bruce, R., Gold, R., Goldberg, D., Halasz, F., Janssen, W., Lee, D., McCall, K., Pedersen, E., Pier, K., Tang, J., & Welch, B. (1992). Liveboard: a large interactive display supporting group meetings, presentations and remote collaboration. <i>Proceedings of the CHI'92 Conference on Human Factors in Computing Systems</i> , 599-607, New York: ACM.		
J.F.C.	AH	[4] Guiard, Y. (1987). Asymmetric division of labour in human skilled bimanual action: The kinematic chain as a model. <i>Journal of Motor Behaviour</i> , 19, 486-517.		
J.F.C.	AI	[5] Hinckley, K., Pasuch, R., Goble, J.C., & Kassell, N.F. (1994). Passive real-world interface props for neuro-surgical visualization. <i>Proceedings of the CHI'94 Conference on Human Factors in Computing Systems</i> , 452-458, New York: ACM.		
J.F.C.	AJ	[6] Hinckley, K., Pausch, R., Proffitt, D., Patten, J., & Kassell, N. (1997). Cooperative bimanual action. <i>Proceedings of the CHI'97 Conference on Human Factors in Computing Systems</i> , 27-34, New York: ACM		
J.F.C.	AK	[7] Hinckley, K., Pausch, R., & Proffitt, D. (1997). Attention and visual feedback: The bimanual frame of reference. <i>Proceedings of the 1997 Symposium on Interactive 3D Graphics</i> , 121-126, ACM.		
J.F.C.	AL	[8] Hinckley, K., & Sinclair, M. (in press). Touch-sensing input devices. To appear in the <i>Proceedings of the CHI'99 Conference on Human Factors in Computing Systems</i> . New York: ACM.		

J.F.C.	AM	[9] Kabbash, P., Buxton, W., & Sellen, A. (1994). Two-handed input in a compound task. <i>Proceedings of the CHI'94 Conference on Human Factors in Computing Systems</i> , 417-423, New York: ACM.	—	
J.F.C.	AN	[10] Krueger, M. (1991). VIDEOPLACE and the interface of the future. <i>The Art of Human Computer Interface Design</i> , ed. Brenda Laurel, 417-422, Menlo Park, CA: Addison Wesley.	—	
J.F.C.	AO	[11] Kurtenbach, G., Fitzmaurice, G., Baudel, T., & Buxton, W. (1997). The design of a GUI paradigm based on tablets, two-hands, and transparency. <i>Proceedings of the CHI'97 Conference on Human Factors in Computing Systems</i> , 35-42, New York: ACM.	—	
J.F.C.	AP	[12] Leganchuk, A., Zhai, S., & Buxton, W. (in press). Manual and cognitive benefits of two-handed input: An experimental study. To appear in <i>ACM Transactions on Computer-Human Interaction</i> , New York: ACM.	—	
J.F.C.	AQ	[13] Zeleznik, R. C., Forsberg, A. S., & Strauss, P. S. (1997). Two pointer input for 3D interaction. <i>Proceedings of the 1997 Symposium on Interactive 3D Graphics</i> , 115-120, New York: ACM. CHI Letters vol 1, 1 169	—	
	AR			
EXAMINER		DATE CONSIDERED		
J.F. Cunningham		10/7/04		
<p>*EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.</p>				